



A Feature-Length Post-Apocalyptic Horror/Thriller

Tagline:

“The dead remember. And they’re not alone.”

1. Title Slide

Logo/title of the film

Subheading: “Written by [Your Name]”

Visual: Stylized key art or still — Lone Man in Salvation silhouetted against a burning skyline.

2. Logline

When a government resurrection experiment backfires, unleashing an army of evolving undead with fractured memories, survivors must band together inside a fortified cathedral — while one silent loner wages his own war with a Mad Max-style death machine.

Synopsis:

REVENANT CITY is a relentless post-apocalyptic thriller where cunning Echo zombies stalk the ruins of a fallen metropolis. As survivors clash with ruthless raiders and martial law descends, a lone drifter in his armored car wages war against the rising dead. But when the Echoes begin to think—and remember—no one can outrun what humanity unleashed.

3. Tone + Genre

Genre: Post-Apocalyptic Horror / Action / Thriller

Tone: Gritty, emotionally raw

Influenced by The Road, 28 Days Later, Mad Max: Fury Road, Children of Men

Mood Palette: Sepia-grime, neon-fire, decay-meets-tech noir

4. Core Themes

Memory as a Weapon

Identity vs. Programming

Faith vs. Firepower

Survival vs. Humanity

5. Story Overview (3-Act Structure)

ACT I – THE REAWAKENING:

Operation Lazarus reanimates the dead to serve labor.

But they're evolving: running, planning, remembering.

Chaos descends.

ACT II – THE DEAD CITY:

Survivors fortify St. Gideon's Cathedral.

Lone Man hunts Echo-class zombies, mapping their strange behavior.

Raiders seize territory with brutality.

ACT III – THE FALL AND THE FORTRESS:

A siege ignites. Raiders and Echoes converge.

The Lone Man intervenes with SALVATION.

Zara takes command. Echoes reveal they may not be the true enemy.

6. Main Characters

Character	Description
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Zara	Ex-military tactician. Reluctant leader, deeply moral.
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Marcus	Stoic priest. Offers faith in a faithless world.
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Lenny	Teen engineer. Builds hope from salvage.
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Horace Gruff protector. Blunt and fiercely loyal.

Jake Haunted, addicted. Fights himself as much as the enemy.

Lone Man Silent scavenger. Tracker. Weapon-builder. Legend.

Kael "Blackmouth" Raider warlord. Charismatic psychopath.

Cole Redd Ex-soldier turned Raider. Slowly fractures from within.

7. Villains & Threats

Echo-Class Zombies: Intelligent, emotional, fragmented memories.

Raiders: Brutal, tribalized road warriors. Live for blood sport.

Lazarus Tech: Remnants of the program linger, whispering of more below...

8. World Design

Revenant City: Decaying metropolis. Subways, rooftops, ruins.

The Cathedral: Fortress of survival and faith.

Salvation (Vehicle): Exo-caged 70s muscle car Hood stacks, saw-blade kill rig Strobe-coded to confuse Echoes, "Built to drive through hell and come back with answers."

9. Key Visuals

Concept art or AI-generated stills:

SALVATION in action

Zombies watching, not attacking

The siege of St. Gideon's

Echo Zombie touching a child's shoe

Lone Man's cracked dashboard photo

10. Why Now / Market Position

Zombies with emotional stakes = renewed genre interest

Franchise potential (Post-credit scene → REVENANT: DOMINION)

Horror with a soul + action with scale

Appeals to fans of Last of Us, A Quiet Place, Train to Busan

11. Budget Tier + Production Needs

Mid-tier FX-driven horror/action (\$8M–\$15M)

Mix of practical effects, light CGI, stylized set reuse

Built for streaming + theatrical viability

12. Post-Credit Setup

The Lone Man's fate isn't sealed.

The Lazarus signal still pulses.

Zara's resistance calls out...

"If you're not one of them yet... start fighting like one of us."